

tiny



EPIC
CRIMES

TM

OFFICER'S CODE



Prologue

The city of Echo Ridge: a filthy concrete slab where lawless mobsters and opportunists run amok. Murder. Bribery. Contraband. And just when the tarmac couldn't get any hotter...

Infamous film producer Donny Mureti, the Mayor's son, was murdered in his penthouse last night. It's no secret to you, an officer of the law, that he had his hands in the pockets of every wealthy low-life in Echo Ridge. Now he's dead. Good riddance, by your book.

But the Mayor wants this case closed before the press sink their teeth into it. You have **48 hours** until the lid on this thing blows clean off... and then it's all-out gang war.



Table of Contents

Components.....	3	Step 2: Perform 1 Action	11-14
Game Objective.....	4	· Action: Arrest.....	11
Choose Your Game Mode.....	4	· Action: Coffee Break.....	11
Standard Game Setup	5-7	· Action: Call for Backup.....	12
A Note on Taking Notes.....	6	· Action: Catch Informant.....	12
Gameplay Overview.....	8	· Action: Catch Witness.....	12
· Crack the Case.....	8	· Action: Search Scene.....	12
Gain Suspects' Alibis.....	8	· Action: Stakeout.....	13
Solve Evidence	9-10	· Action: Bring in for Holding.....	13
· Collect Clues.....	9	· Action: Rest Your Case.....	14
· Process Evidence.....	9	· Bonus Action: Interrogate.....	14
· Players with Clues.....	10	· Action: Resolve Event.....	14
· Peek at Solved Evidence.....	10	Time of Day	15
· Advance 1 Badge Level.....	10	Officer Abilities.....	15
On Your Turn	11	Force Cards.....	15
Step 1: Drive.....	11	Step 3: Draw an Event.....	15
		· Too-Many-Events Penalty	16
		Step 4: Mobster Roll	16
		Next Turn.....	16
		Game End: The Accusation.....	17
		2-Player Game Variant.....	17
		Cooperative Game Mode.....	18-19
		Solo Game Mode.....	19
		Quick Reference.....	20



Components



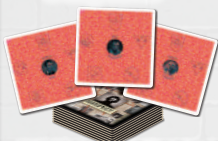
1 HQ Card



24 City Block Cards



8 Ability Cards



16 Suspect Cards



12 Force Cards



18 Event Cards



4 Officer Mats



4 Player Aids



2 Time Mats



1 Murderer Envelope



1 Magnifying Glass



5 Evidence Envelopes



1 Bag



25 Clue Tokens



5 Evidence Tokens



10 Die Tokens



4 Time Trackers



4 Cars



4 Badges



15 Mobsters



2 Bullet Dice



20 Event Tokens

Game Objective

Players are officers of the law, working to crack a murder case and thwart mobster activity in the city. The game is won if the murderer is correctly identified once time runs out. Each player only gets one guess, so cracking the case may require some cooperation, such as collecting evidence or “sharing” suspects’ alibis—but don’t give up too much information. The right balance of secrecy and helping others is needed to win the game! There are three exciting game modes to choose from, each with different game setups, rules, and objectives.



Choose Your Game Mode

Standard Game Mode (“Competitive,” see next page):

In Standard Mode, players are Detectives, each looking out for themselves. All Detectives can perform any action, so long as it is the right time of day. However, keep as much knowledge secret as you can, as there is only one winner—the player that correctly identifies the murderer and has the highest rank. However, if the case goes unsolved when time runs out and the murderer goes free, all players have let the department down and lose the game.

Cooperative Game Mode (see pg 18-19):

In Cooperative Mode, players work as a team, with the challenge of performing different roles in the police force: Sheriff, Detective, Analyst, and Patrol Cop. Throw all secrecy out the window, as you and your fellow officers share Suspect Cards, tackle the case together, and stake all of your careers on a single accusation.

Solo Game Mode (see pg 19):

It’s a lonely job holding this city together, but someone’s got to do it!



Standard Game Setup

- 1 Place the **HQ Card** (labeled “HQ”) in the center of the table.
- 2 Shuffle the **24 City Block Cards**, placing them randomly face-up to form a 5x5 grid with HQ in the center. This is called the “city” and each individual card is called a “block.”
- 3 Place the **10 Die Tokens** next to each block on 2 of the city’s sides, in numerical order:
 - 3A Top: **5 White Dice** (1 - 6)
 - 3B Left: **5 Black Dice** (1 - 5)
- 4 Place the **5 Informant Tokens** (👤), one next to each Black Die Token.
- 5 Place the **5 Witness Tokens** (👁️), one next to each White Die Token.
- 6 Shuffle the **7 Search Tokens** (🔍) face-down and place them on the 7 blocks that show a 🕒.
- 7 Shuffle the **5 Stakeout Tokens** (👁️) face-down and place them on the 5 blocks that show a 🕒.
- 8 Place the **3 Holding Tokens** (📁) on the 3 🕒s on the HQ.
- 9 Set up the *Time Track*: Arrange the **2 Time Mats** next to each other, each “Standard-side” up (listed in the upper left) to form a track.
- 10 Place the **5 Evidence Tokens** nearby in reach of all players.
- 11 Place the **2 Bullet Dice** nearby in reach of all players.
- 12 Fill the **Bag** with all of the mobsters. Shake, and then one-at-a-time pull **3** to place in the city: Roll both dice to determine the block where that mobster is placed (see *Mobster Roll*, pg 16). If a “6” or “3-3” is rolled, or if there already is a mobster there, then reroll. Repeat this until all **3 mobsters** are in the city.
- 13 Give each player an **Officer Mat** (flipped to the “Standard” side), a **Player Aid**, and a matching color **Time Tracker, Car, and Badge**.
 - 13A The **Player Aid** can be flipped to either side throughout the game to best read the information.
 - 13B Stack all of the **Time Trackers** to the side of the Time Track in player age order, with youngest player on top and oldest on the bottom.
 - 13C Place your **Car** on HQ.
 - 13D Place your **Badge Tracker** (10+ side down) on the large image of the badge at the bottom of your Officer Mat.
- 14 Shuffle and deal each player **2 Ability Cards**. Each player chooses one (place it face-up near your mat) and returns the other to the box. All unused cards are returned to the box as well.
- 15 Shuffle the **Force Cards** into a face-down deck. Deal one face-down to each player. You may look at this card while keeping it secret from the other players.

Standard Game Setup (continued)

- 16 Shuffle the **Suspect Cards** into a face-down deck.

16A Draw **1 card** without revealing it and slide it into the **Murderer Envelope**. Note the arrow on the back of the card should be visible in the triangular slot to show how the card should slide in. *This is Don Mureti's Murderer.* **No player can remove and view this card unless specifically instructed to.**

- 17 Place the **5 Evidence Envelopes** and the **Magnifying Glass** nearby in reach of all players.

- 18 Place all of the **Event Tokens** nearby so that they may be used when needed.

- 19 Shuffle the **Event Cards** into a deck. Deal **1 face-up** to the open "1" slot at the bottom of the Time Track. Read the setup instructions on the card aloud and set it up. For details about Events, see pg 14-15.



5 Evidence Tokens



Force Deck



Suspect Deck



1 Suspect in Murderer Envelope

Magnifying Glass



5 Evidence Envelopes

A Note on Taking Notes



This game does not provide tools to take notes with, so you have to rely on your memory to keep track of solved evidence and suspects' alibis. However, if players would like to keep notes, you can each use paper and pen/pencil to secretly do so. You are never required to share these notes with another player. *We recommend having the 5 evidence shapes at the top that you can fill in for tracking evidence and the letters "A" through "P" for crossing out names of suspects who you learn are not the murderer.*

Event Tokens



Time Trackers



13B

9 Time Mats



Mobsters



12



Event Deck

Reveal 1

19



11

2 Bullet Dice

3A White Die Tokens



Black Die Tokens

3B



Informant Tokens

2



3



4



5



5 Witness Tokens



6



7



8

1 HQ Card

Cars

13C

2 24 City Cards

Add 3 Mobsters

12



Deal 2 Ability Cards, return 1

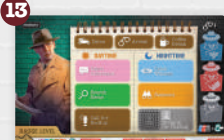
14



Deal 1 Force Card

Badge

13D



Officer Mat



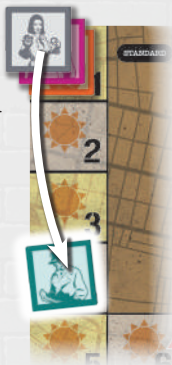
Player Aid

13A



Gameplay Overview

Instead of taking turns clockwise, the officer who gets the next turn is determined by players' **Time Tracker** position on the Time Track. The player with the tracker furthest behind (closest to "1") takes the next turn. If multiple trackers are on the same spot, the player whose tracker is on top takes the turn. Your turn has the following steps:

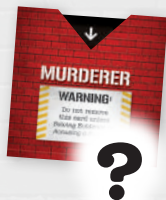


1. **Drive*** (optional), see pg 11
2. **Perform 1 Action*** (mandatory), see pg 11-14
3. **Draw an Event** (conditional), see pg 15-16
4. **Mobster Roll** (mandatory), see pg 16

*During *Steps 1* and *2* (driving and performing an action) you must spend time measured in **hours**. After *Step 2*, advance your tracker one space for each hour (🕒) that you spent.

Crack the Case

The overall goal of the game is to correctly identify the murderer—the Suspect Card in the Murderer Envelope. There are two paths that lead you to discovering the murderer: **Gaining Suspects' Alibis** (see below) and **Solving Evidence** (see next page).



+👤 Gain Suspects' Alibis

Suspect Cards in the Suspect Deck are innocent of the murder, since they each have an alibi, and you'll have opportunities throughout the game to collect alibis. You can do this in two ways:

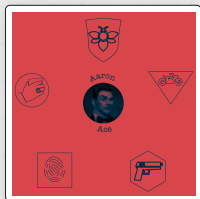
1. **Draw the top Suspect Card** from the deck (if there are no cards in the deck, you must do #2).
2. **Look at a Suspect Card** from another player: they hold their cards in their hand, backs facing you, and you pick one to look at.





Use the **Magnifying Glass** to reveal the name in the card's center; do not read the name aloud to other players! Keep your own collected Suspect Cards face-down in front of you, secret from other players. You may reference your own cards using the Magnifying Glass at any time.



Solve Evidence



On the Murderer's Card there are 5 different types of evidence that, taken together, identifies them (hidden by the *Tiny Epic Decoder System*).








 /  **GANG:** Red Rhinos or Blue Bees

 /  **RANK:** Boss or Underboss

 /  **FORENSICS:** Fingerprints or Shoeprints

 /  **GETAWAY:** Car or Motorcycle

 /  **WEAPON:** Gun or Knife

The murderer above, Aaron Ace, is a Blue Bee  at the rank of Boss , who left Fingerprints  at the crime scene, fled on a Motorcycle , and used a Gun  for the murder.

Collect Clues

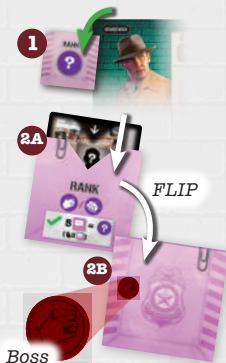
Perform specific actions to collect **Clue Tokens** (placing them on your Officer Mat), and when enough tokens of an evidence's type has been collected by all of the players combined, then it is solved. For example, when players perform *Catch Informant 5* times and have collected 5 Informant Tokens, the Rank Evidence is solved.



Process Evidence

The player that collected the **final Clue Token**:

- 1 Takes the matching **Evidence Token** and places it on their Officer Mat. This marks that they hold the Evidence.
- 2 Then they take the matching **Evidence Envelope**, and peek at the Solved Evidence: Carefully remove the Murderer's Card from its envelope, without revealing its back side.
 - A Slide it into the Evidence Envelope so that the white arrow on it is still visible through the opening.
 - B Flip the envelope to secretly reveal the Evidence's icon through the window. For instance, this murderer's Rank is revealed to be "Boss."



- 3 Once done peeking, flip the envelope again and carefully remove the card without revealing it. Slide it back into the Murderer Envelope, so the arrow is again visible.



Solve Evidence (continued)

Players with Clues

All players who contributed to Solving Evidence—that is have at least one Clue Token of that type—**gain 1 Suspect Card** (only 1, no matter how many tokens they have collected).




Peek at Solved Evidence

Only the holder of an **Evidence Token** may review that Evidence at any time. However, all other players might be able to peek at Evidence as a reward for resolving Events.




Evidence holder picks 1





When you resolve an **Event**, the  listed in your reward means you may exchange information with a player who has an Evidence Token. You look at the Murderer's card in the Evidence envelope that the player has, while that player randomly selects and looks at one of your Suspect Cards. You must have at least one suspect to do this, and it may be one that the other player has already seen.

Whether or not to do this, and which envelope to look at (if the other player has more than one token), is your choice; the evidence's holder cannot refuse it. Take care to not reveal any other information to yourself or the other players.



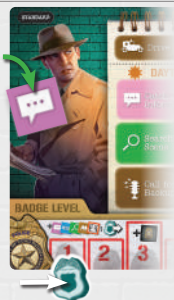
Cooperative Mode: All Evidence knowledge is shared between players. Ignore the  reward for all Event rewards.

Advance 1 Badge Level

When you collect any type of **Clue Token** () , or when an Event rewards you by increasing your Badge Level by 1 () , advance your **Badge** 1 space on its track on your Officer Mat. If it lands on a space with an icon, then immediately gain that bonus:

 Gain a Suspect Card

 Interrogate, see pg 14



If your Rank ever exceeds “9,” then flip the badge to its “10+” side and place it back on the large badge image.

On Your Turn

When your Time Tracker is the furthest behind on the Time Track, it is your turn. Follow these four steps:

Step 1: Drive (optional)

You may move your car as many adjacent blocks as you wish around the city. Movement must be orthogonal (not diagonal). Each block moved costs 1 ☹, and after performing an action in *Step 2* you will advance your Time Tracker that number of spaces (see below). *For example, moving 3 blocks costs 3 ☹.* If you wish, you may remain in the same block without moving, and you spend zero ☹.



Step 2: Perform 1 Action (mandatory)

Next, you must perform one action on your turn, which costs a specific amount of ☹ (all listed on the Player Aid). After completing your action, advance your Time Tracker that many spaces on the track, plus the ☹ for blocks moved in *Step 1: Drive*. If you end up at a space that has another player's Tracker, place yours at the **top** of the stack.

Action: Arrest (Daytime or Nighttime)

If on the same block as a mobster, spend 1 ☹ to Arrest them. **A** Remove the mobster's token from its city block and place it on the open space to the right side of your Officer Mat that matches that mobster's color. *In the example on the right, you spend 1 ☹ to use this action to Arrest this Blue Bee mobster. It is placed on the matching color spot on your mat.* If you already have a mobster of the same color on your mat, you instead return it to the bag. **B** Once all 3 spots (☹, ☹, and ☹) have been filled, you **advance 1 Badge Level** and return all 3 mobsters to the bag.



Note: “Arrest” (☹) is a specific action (see above), while “apprehend” means picking up one or more mobsters, whether by Arrest, *Bring in for Holding*, *Call for Backup*, or any similar action. **When you apprehend a mobster, return it to the bag unless the action description gives instructions otherwise.**

Action: Coffee Break (Daytime or Nighttime)

Spend 1 ☹ to take no action on your turn, effectively doing nothing. Although rare, this action can be useful for certain circumstances.

Step 2: Perform 1 Action (continued)

Action: Call for Backup (☀ Daytime)

If the block you are on **and/or** adjacent blocks have mobsters, you can “risk” time to apprehend them all. Declare to the other players how many ⌚ to spend: choose from **1 to 6**. Then, **roll one die**:

Risked
4⌚




✓ The die result is **less than or equal** to the number of hours risked: it is a success! You apprehend all mobsters from your block and adjacent blocks, returning them to the bag, and then **gain a Force Card**.



✗ The die result was **more**: you fail. You apprehend a mobster on your block (if there is one), but not any adjacent mobsters, and do not gain a Force Card.



+  In the example above, you risk 4⌚ to Call for Backup. You roll a 3: Success! Remove all 4 mobsters and gain a Force Card.

Note: Succeed or fail, advance your Time Tracker the ⌚ you risked.

Action: Catch Informant (☀ Daytime)

If on the same block as a mobster, and there is an **Informant Token** (🗨) in the row of blocks you are on, spend 2⌚ to apprehend the mobster AND collect the token. Return the mobster to the bag, place the token on your Officer Mat, and advance 1 Badge Level (👉).

2⌚



Action: Catch Witness (🌙 Nighttime)

If on the same block as a mobster, and there is a **Witness Token** (👁) in the column of blocks you are on, spend 2⌚ to apprehend the mobster AND collect the token. Return the mobster to the bag, place the token on your Officer Mat, and advance 1 Badge Level (👉).

2⌚



Action: Search Scene (☀ Daytime)

If on the same block as a **Search Token** (🔍), spend 2⌚ and flip the token to reveal the result:

2⌚

🟢 **Success!** Place it on your Officer Mat, 🟢-side up.

✗ **Failure.** Place it on your Officer Mat, ✗-side up.



FLIP



Whether succeed or fail, advance 1 Badge Level (👉).

Note: Only 3🟢 are needed to solve *Forensics*. Once 3 are revealed, discard all remaining 🔍 from the city.



Action: Stakeout (🌙 Nighttime)

If on the same block as a **Stakeout Token**, you may declare **1 to 5** 🕒 that you wish to risk, and then secretly reveal the token to yourself:

- ✓ The token's number is **less than or equal to** your 🕒 risked: it is a success! Show it to the other players, and then place the token on your Officer Mat. Advance 1 Badge Level (👉).
- ✗ The token's number is **more**: it is a failure. Return the token face-down to the block, and do not tell the other players the number. You do not advance on your Badge Level.

Risked

2🕒



PEEK AT

In the example above, you risk 2🕒 on a Stakeout. You peek at it and reveal a "1" so it is a success! Reveal the number to everyone else.

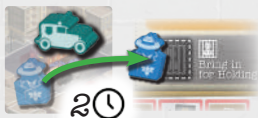
Note: Only 3👮 are needed to solve *Getaway*. Once 3 are revealed, discard all remaining 👮 from the city.



Action: Bring in for Holding (🌙 Nighttime)

This is a 2-step action that takes two turns, each during nighttime, to complete (you cannot complete this action's second turn if it has turned to day; you must wait to finish this action until it is nighttime again).

1. If on the same block as a mobster, spend 2🕒 to apprehend the mobster, placing it on the **Holding Spot** on your Officer Mat (not on the 3 slots on the right side). You cannot have more than 1 mobster on the Holding Spot at a time.



2. On a later nighttime turn while **at HQ**, you may spend 2🕒 to return that mobster to the bag. Place the **Holding Token** (📄) from the HQ Card that matches the mobster's color (👮, 🚒, or 🚓) on your Officer Mat. Advance 1 Badge Level (👉). If the mobster's color of Holding Token has already been taken, gain 1 Force Card instead, but do not advance on the Badge Level.

2🕒



In the example above, you spend 2🕒 to apprehend a 👮 mobster and place them on the Holding spot on your mat. Then as a subsequent nighttime action when you are at HQ, spend another 2🕒 to return that mobster to the bag and then collect the matching 👮's Holding Token.



Note: Only 3👮 are needed to solve *Weapon*. Once solved, players may still *Bring in* mobsters, but they instead **gain a Force Card** as a reward (it still costs 4🕒 total).

Rest Your Case (during Hours 43-48)

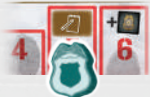
This is the final action you take. When you end your turn and your Time Tracker is on a “red space” (hours 43-48 on the track) then you may choose to end your game. Indicate this by laying your car on its side. You do not take any further turns, but other players continue to play and you still participate in their information exchanges, gain rewards from Events you contributed to, etc. Once all players have laid their cars down, it is time for **everyone** to make their accusations against who they think the murderer is (see *Game End: The Accusation*, pg 17).



Note: Your tracker cannot go beyond the 48-hour mark of the Time Track. If your action would cause your token to go past that mark, you must choose another action.



Bonus Action: Interrogate

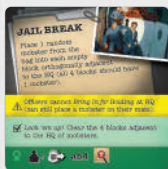
As a bonus for advancing your badge onto some spaces on your Badge Level Track, you may immediately interrogate another player's Suspects: Choose another player, who holds all of their **Suspect Cards** in a hand in front of you showing only their card backs. **Pick one card at random** to look at by using the Magnifying Glass. Afterward, return the card to its owner. If it is a card you have already seen, you do not get to pick another.



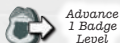
Action: Resolve Event

Along with cracking the case, officers have a duty to serve Echo Ridge. **Up to 3 Events** can be active at one time, and each has a unique setup, a negative effect, and a requirement for resolving it. Typically, Events require you to perform an action or move to a specific block on your turn. When you resolve an Event:

1. Gain the **reward** listed on the bottom of the card. The reward for the player that resolves the Event () is listed. If () is included on the card, then any **other** player that contributed an action or is on a block necessary to resolve the Event also gets a reward. **Be honest** about your contribution to resolving the Event.
2. Discard the Event's card and any tokens it required. If mobsters were placed on the card, return them to the bag.



Event Reward Icons:



Limited Rewards: If there is not enough of a reward for each recipient, players select in Time Track order, furthest back first.

Time of Day

Certain actions (listed on your Officer Mat) can only be performed during either the **daytime** (☀️) or the **nighttime** (🌙), for which spaces are marked on the Time Track. In order to perform a daytime action, your tracker must be on a daytime space at the start of your turn; likewise for nighttime actions. *Drive*, *Arrest*, and *Coffee Breaks* can be performed at **any time**, as long as it's your turn.



Officer Abilities

Each player has a unique Ability Card that gives an additional benefit. Your card details your effect and when it can be used.



Force Cards

Each has a powerful effect for an officer. When one is used, place it into a face-up discard pile next to the draw deck. If the draw deck is ever empty, shuffle the discards to form a new deck.

Note: You can hold a maximum of 2 Force Cards. If you gain a third, you must discard that new card or one from your hand.

Step 3: Draw an Event (conditional)

After *Steps 1 and 2*, your Time Tracker advances for your ⌚ spent. If your tracker is the first of all players to pass a red Event Line on the track, then a new Event is drawn. First, note if there is an open Event Slot under the Time Track (there are 3 slots):



- ✓ If a **slot is open**, draw and reveal the top Event of the deck, read it aloud, and place it face-up into the lowest-number open slot. Then follow the steps to set up the Event. If instructed, roll to add mobsters or tokens:
 - Reroll any “6’s” (there is no reprieve like for Mobster Rolls).
 - If a roll would place a mobster into a block with another mobster, reroll to place it into another block until the mobster gets placed. Do not then draw an additional Event like for a Mobster Roll.
 - If you roll a double, do not then add an additional mobster like for a Mobster Roll (see next page).
 - Tokens and mobsters can never be placed on HQ unless the Event setup specifies it (reroll if the HQ is the location).
- ✗ If there are **no open slots**, then chaos grips the city! Take the **Too-Many-Events Penalty** (see next page).
- ✗ If a **Timed Event** (one with a ⌚ icon) is revealed when at least one Officer’s tracker is on **hours 39-48** of the Time Track (spaces marked with a ⓧ) then discard that Event and draw a new one.

Step 3: Draw an Event (continued)

Too-Many-Events Penalty





If there are already 3 Events active, and a **fourth Event** would be drawn, instead **discard the top Suspect Card** from the game without revealing it. If no Suspect Cards remain in the deck, advance each player's Time Tracker 1 ⌚ on the Time Track (but not one that is on the 48-hour mark).



Step 4: Mobster Roll (mandatory)

The final step of your turn is to perform a Mobster Roll. **Roll both dice:** the black and white die results determine the column-row coordinates (using the Die Tokens) of the block where a new mobster is placed. *For example in the image on the right, black-2 and white-4 would be this block.*



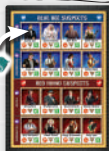
- If that block **does not have a mobster:** Pull a mobster from the bag and place it into that block.  
- If that block **already has a mobster:** Do not pull a mobster, but instead **draw a new Event Card**. If there are already 3 active Events, then take a **Too-Many-Events Penalty** (see top of this page).  
- **Relieve:** If a "6" die or a "3-3" (the HQ's block) is rolled, do not add a mobster and continue to the next turn.
- **Crime Spree:** If double 1's, 2's, 4's or 5's are rolled, apply the results of the roll, and then perform another Mobster Roll (double 3's and 6's do not trigger a Crime Spree). Multiples Crime Sprees can occur.
- There can only ever be **one unapprehended mobster on any block** at a time. Effects from Force and Event Cards cannot overrule this.
- If at any point in the game you must pull a new mobster and there are none left in the bag, then apply a *Too-Many-Events Penalty* (see top of this page).

Next Turn

After completing all the steps on your turn, then it is the turn of the player whose Time Tracker is furthest back on the track (the lowest hour). If there are multiple players on that space, the topmost tracker's player takes the next turn.

Game End: The Accusation

Once all players' Time Trackers are in the final 43-48 spaces on the track, and they have ended their game, it is time for all players to accuse a suspect and reveal the Murderer. Flip your **Player Aid** to the suspect side and take your **Car** from the city. Then using your hand to shield your accusation from other players, place your Car on the suspect you believe to be the Murderer.



Once all players are ready, simultaneously reveal your accusations. The **Murderer's card** is then removed from its envelope and revealed using the Magnifying Glass. If only one player accused the correct suspect, that player is the winner! If multiple players accused the correct suspect, among the tied players:

1. The tied player with the highest Badge Level wins.

If there is still a tie, eliminate the untied players at each step:

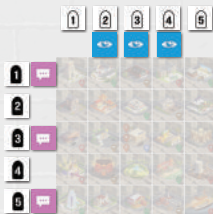
2. Player with the most time remaining (fewest hours spent) wins.
3. Player with the most Evidence Tokens wins.
4. If any players are still tied, they share the victory.

If no one accused the correct suspect, all players lose.

2-Player Game Variant

For both Standard and Cooperative Modes:

1. Place only **3 Informant Tokens** next to **Black Die Tokens 1, 3, and 5**.
2. Place only **3 Witness Tokens** next to **White Die Tokens 2, 3, and 4**.



In this game, only 3 Informant Tokens are needed to solve *Rank*, and only 3 Witness Tokens are needed to solve *Gang* (noted on the envelopes). Return unused tokens to the box after setup.

For Standard Gameplay:

At the start of the game, deal **4 face-down Suspect Cards** to a separate pile between both players with an unused Car Token on top. This marks it as the alibis for a "ghost officer." When *Interrogating*, you may shuffle these cards, and draw one to peek at instead of choosing from the other player's cards, returning the card face-down to the pile when done.



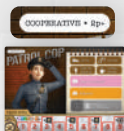
Cooperative Game Mode

Instead of the high-stakes drama of Standard Mode, the game can be fully cooperative, where all Solved Evidence and Suspects' Alibis are shared by all players, and collectively one accusation is made!

Cooperative: Game Setup Changes

1. Flip to the "Cooperative" sides of the **Officer Mats**, noting the player counts listed in the upper-left corners:

- 2 players: use *Detective* and *Patrol Cop*
- 3 players: use *Detective*, *Patrol Cop*, and *Analyst*
- 4 players: use all four officers.



2. Flip to the "Cooperative sides" of the **Time Track Mats**.



3. Before adding mobsters to the bag, remove mobsters from the game, leaving them in the box. The amount removed is based on the player count:

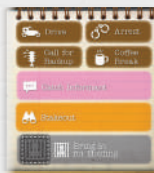
- 2 players: remove 1 Gray Gangster (👤)
- 3 players: remove 1 of each color (👤👤👤)
- 4 players: remove 2 of each color (👤👤👤👤)

4. Taking from the removed mobsters, place **1 Gray Gangster** (👤) in the open area directly next to the 48-hour mark on the Time Track. This is the **Out-of-Time Marker**.



Cooperative: Gameplay

Each role has access to a limited number of actions, listed on each Officer Mat. *For example, the Patrol Cop can only Catch Informant, Stakeout, and Bring in for Holding. All officers can Drive, Arrest, Call for Backup, and Coffee Break.* Actions are no longer restricted by day or night.



Cooperative: Arresting Mobsters

Officer Mats do not have spots on the right side where mobsters are placed when arrested. Instead, mobsters are returned right to the bag.

Cooperative: Gaining Suspects' Alibis

Whenever Suspect Cards are gained, they are placed face-up for all players to see and the suspect's name is read aloud.

Cooperative: Too-Many-Events Penalty

When a fourth Event Card is to be played, or if there are not enough mobsters in the bag to add to the city, instead of discarding a Suspect Card from the deck you move the Gray Gangster mobster backward 1 space on the Time Track.



Cooperative: Out-of-Time Marker

The Gray Criminal on the Time Track marks the track's end. Treat the mobster's space as the final hour.

Cooperative: Force Cards

- **In a 3- or 4-player game:** Force Cards are treated the same as Standard Mode. However, players can publicly share what cards they have.
- **In a 2-player game:** Players combine their Force Cards in a shared pool of up to 4 cards, and both players have access to any available card.

Cooperative: Solving Evidence

Whenever any Evidence is solved, players do not gain a Suspect Card for having Clue Tokens—the knowledge is instead shared.



New Officer Ability: Leg Work

When playing as the *Detective* or the *Analyst* (listed on their mats), whenever you would gain a Force Card, you instead may spend 3⌚ to gain a Suspect Card (do not draw the Force Card).

Cooperative: The Accusation

Players now win or lose the game together as a team. Once all players' Cars are lying on their sides, it is time to make **one collective accusation**. A single suspect is chosen by the team, and the Murderer is then revealed: if correct, **all players win!** If incorrect, then all players lose.

Solo Game Mode

Set up a 2-player, Cooperative game. All rules for a 2-player Cooperative game apply, and you track each officer's actions and components individually. For an added challenge, you can set up a 3- or a 4-player game, playing with even more officers. Good Luck, Officer!

Expansions



Time to call in the Patrol Squad, an elite task force trained to topple nefarious Kingpins.



A new breed of well-funded criminal is loose in the streets. Can you truly trust your fellow officers to meet duty's call?

Credits

Designer: Scott Almes

Illustrator: Nikoletta Vaszi

Graphic Designer: Benjamin Shulman

Honorary Producers: Stephen B. Eckman, Robert Corbett, Gregg Almes, Dave Holets, Philippe Thibault, Nathan "K.V." Goredema, Kevin Priest, The Shipshape Gamer, ImaginationForge3D, and Tabletop Gaming Solutions.

Lead Developer: Michael Coe

Developers: Jason Washburn, Benjamin Shulman, Darren Werner

Editor: David Ladyman



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TEC01

Quick Reference

Step 1: Drive (optional)



At the start of your turn, move your car, spend 1 ⌚ per block.

Step 2: Perform 1 Action (mandatory)



1 ⌚: You apprehend a mobster on your block.



Risk 1-6 ⌚: Roll **less than or equal to** to apprehend mobsters from your block and each adjacent block to the bag, then gain a Force Card.

Roll more: only apprehend mobster on your block.



1 ⌚: Do nothing as your action.



2 ⌚: You apprehend a mobster and collect the from that row.



2 ⌚: You apprehend a mobster and collect the from that column.



2 ⌚: You flip a : succeed (✓) or fail (✗).



Risk 1-5 ⌚: You peek at a : succeed if the number is **less than or equal to** your risked ⌚.



2 ⌚: You apprehend a mobster, placing it on your mat's slot (limit 1). Then:

2 ⌚: While at HQ, return the mobster to the bag and collect the of its color.

Step 3: Draw an Event (conditional)



If your tracker was the first to pass an icon, draw an Event Card.

Step 4: Mobster Roll (mandatory)



Roll dice to add a new mobster to the city.



Hour- Time spent. Move your Time Tracker forward.



Daytime/Nighttime- Actions can only be performed when your tracker starts there.

Resolved Event Rewards:



Only player that resolves



Any other player that contributed



Gain a Suspect Card



Gain a Force Card



Advance 1 Badge Level



Peek at 1 Solved Evidence

Clue Tokens:



Informant (GANG)



Witness (RANK)



Scene (FORENSICS)



Stakeout (GETAWAY)



Holding (WEAPON)

Evidence:



GANG:
Red Rhinos or Blue Bees



RANK:
Boss or Underboss



FORENSICS:
Fingerprints or Shoeprints



GETAWAY:
Car or Motorcycle



WEAPON:
Gun or Knife